

PLAYTEST CONTENT

Hello! This is Playtest Content! As such, it might change in time, this is **not a final release**.

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This product is a work of fiction.

TUGs Martial Arts Skill Tree



How to use this Skill Tree

This Skill Tree has been designed to function alongside the typical D&D 5e Rules (both 2014 & 2024) and its traditional levelling system. However, it can also be used in tandem with my [Classless](#) levelling system, giving additional options to spend your combat skill tree level points in.

If you decide to use the former, allow your martial focused players to purchase one ability from this skill tree once per level. Starting from the centre node and working your way outwards. Or alternatively, allow them to take any feature instead of a Feat.

Additionally, every time they gain 1 level, allow them to increase their stamina by 2, (or one if you wish to limit their uses of these abilities).

Stamina is a resource that is used throughout this skill tree, but one that can also be subsidized in a 1:1 ratio for a monk's ki points, or in a 2:1 ratio with a Fighter's superiority die, where you can spend 2 stamina to gain 1 superiority die.

I would also advise only allowing players to gain access to this skill tree if (or perhaps only progress each time) they gain sufficient training from an NPC (or proficient PC).

Martial Arts can take years to master. Have fun spending that time with your players as they dedicate their efforts to developing these techniques and practicing these teachings.

If using the latter method, simply allow players to gain access to this skill tree via the Martial Arts Skill Tree in the Classless COMBAT Skill Tree, where they can spend their Battle Points here as they would in the Classless COMBAT Skill Tree.

But consider limiting them to one purchase from this skill tree per level.

(Or every second level if you wish to limit their progression.)

I would suggest having each ability cost 1 Battle Point for each purchase.

As mentioned, a player gaining access to this Skill Tree starts their journey at the central [Breath](#) node and can work their way outwards from there, purchasing nodes that connect back to any previously purchased nodes.

Martial DC

This skill tree uses a "*Martial DC*" mentioning it many times in this document.

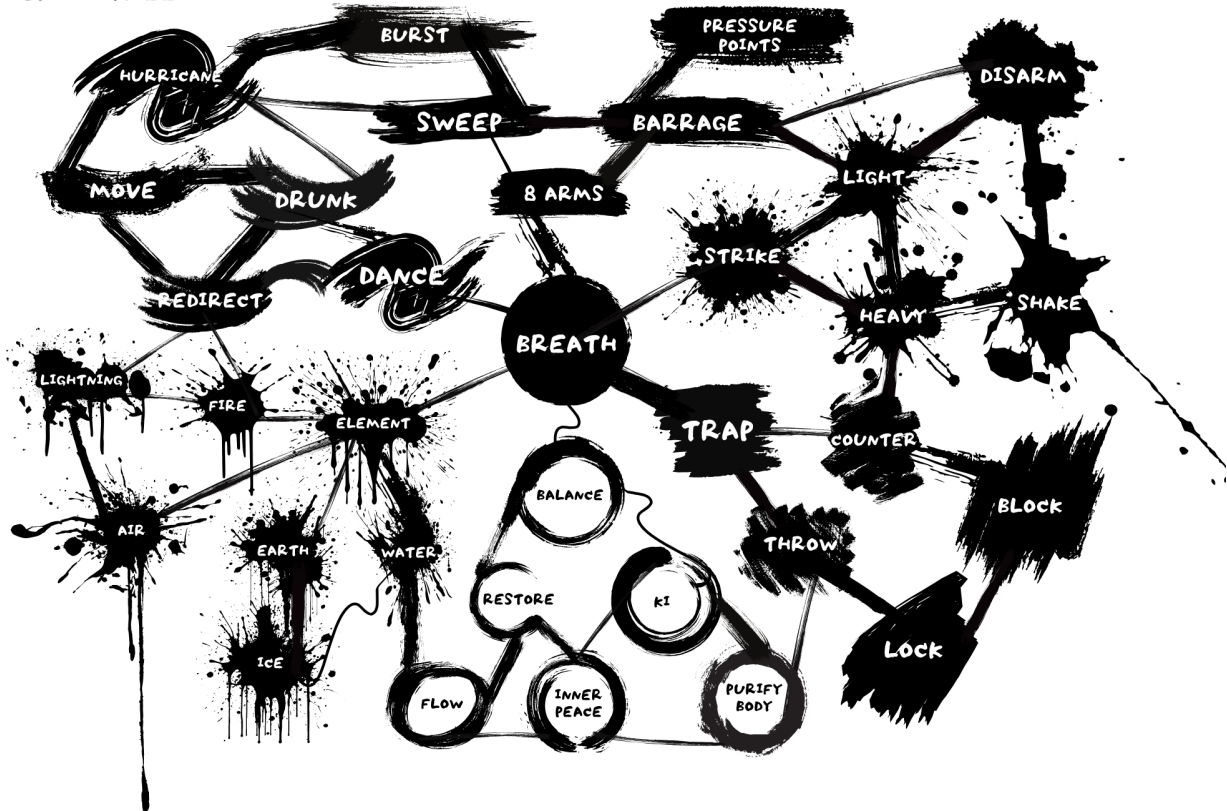
To calculate your character's Martial DC simply:

Add your Constitution *or* Wisdom modifier + proficiency + 8.

The Skill Tree

Have fun :D

TUG'S MARTIAL ARTS SKILL TREE



Breathing

This is the core to this skill tree and the core to all forms of Martial Arts. Without your breath all of this becomes impossible.

Breath

You have learned to master your breath.
As a Bonus Action you can recover 1d4 stamina.

8-Arms Technique

This branch focuses on dealing with large groups of enemies and obstacles by unleashing barrages and sweeping areas of effect.

8-Arms

Once per attack, you can spend 2 stamina as part of an unarmed attack, to turn the attack into 2 unarmed attacks but both are made at disadvantage.

Sweep

As an action, you can spend 3 stamina to force all creatures of your choice in a 15ft cone of you to make a Dexterity Saving Throw against your Martial DC, or take damage as though they were hit with an unarmed attack on a fail, or half as much on a success.

This ability is considered an unarmed attack.

You cannot make any other attacks during the turn you use this feature.

Barrage

When you make over 4 unarmed attacks in one turn, you can spend an amount of stamina up to your proficiency modifier to make that many additional unarmed attacks at disadvantage. These attacks can only ever deal 1d4 bludgeoning damage each.

Pressure Points

Whenever you hit a creature with an unarmed attack, instead of dealing damage, you can instead apply a Stun Counter to them.

A creature who has 5 or more stun counters on them becomes stunned.

A creature removes 1d4 one Stun Counters from them at the start of each of their turns.

Burst

As an action, you can spend 3 stamina to force every creature of your choice in a 10ft radius around you to make a Dexterity Saving Throw against your Martial DC, or take damage as though they were hit with an unarmed attack on a fail, or half as much on a success.

This ability is considered an unarmed attack.

At the end of this ability, move your character to any unoccupied space within a 10ft radius of where they used this ability, without provoking opportunity attacks.

You cannot make any other attacks during the turn you use this feature.

Striking

This branch focuses on one thing and it does it well: how to strike an opponent and make the most out of each blow.

Strike

When you hit a creature with an unarmed attack, instead of dealing damage, you can instead conduct one of the following effects:

- Grab: grapple the target (if they are the same size as you or smaller)
- Push: push them back 10ft
- Swap: swap places with the creature
- Steal: you take an item on their person that they are not wielding or wearing
- Trip: knock them prone

You can spend 2 stamina to conduct 1 additional effect.

Light (Strike)

When you hit a creature more than 3 times with unarmed attacks during a single turn, you can immediately spend 1 stamina to make an additional unarmed attack against them.

Heavy (Strike)

During your turn, you can choose to spend 1 stamina as a bonus action to add +10 to your next unarmed attack's damage, but you cannot make any other attacks other than that attack this turn.

Disarm

When you hit a creature with an unarmed attack, you can spend 1 stamina to disarm 1 weapon or shield from them and knock it 15ft away, or wield it yourself.

Shake

When you hit a creature with the Heavy Strike ability, force them to make a Constitution Saving Throw against your Martial DC. On a fail, they suffer 2 of the effects from your Strike ability.

Dancing

This branch focuses on maneuvering around and becoming unpredictable as you move across the battlefield, through enemies' spaces, disrupting them as you do.

Dance

When you use the Disengage Action you can move through enemy spaces.

When you do so, you can spend 2 stamina to make an unarmed attack at disadvantage against a creature whose space you move through.

Drunk

If you take the Disengage Action on your turn, you can spend 2 stamina to have all attacks against you be made at Disadvantage until the start of your next turn.

Move

When you take the Disengage Action you can immediately move up to your speed.

Redirect

When a creature misses you with an attack, you can spend 1 stamina force them to immediately make an attack against a creature adjacent to you.

Hurricane

Anytime you move through a creatures space, once per creature, you can spend 1 action to apply on of the following effects to them:

- Confuse: They gain Disadvantage on the next attack they make.
- Dizzy: You force them to move 10ft in a random direction.
- Off-Balance: They gain Disadvantage on their next Dexterity Saving Throw
- Discombobulate: They gain the Deafened Condition until the end of their next turn.
- Steal: You take an item on their person that they are not wielding or wearing.

Elemental

This branch focuses on mastering the core elements of nature, inflicting elemental debuffs on your foes to create exploitable opportunities.

Element

When you make an unarmed attack, you can spend 1 stamina to change its damage type to one of the following damage types:

Fire, Cold, Lightning or Thunder

Additionally, each time you purchase from this node you can choose one of the elements below and gain its associated ability:

- **Fire:** Whenever you deal Fire damage with an unarmed attack, you can spend 1 stamina to inflict the [Burning](#) condition.
- **Water:** When you hit a creature with an unarmed attack, you can spend 1 stamina to make them vulnerable to the next source of lighting damage they take, before their next turn.
- **Earth:** When you hit a creature with an unarmed attack, you can spend 1 stamina to reduce their speed to 0 until the end of their next turn. That creature can make a

Strength Saving Throw against your Martial DC at the start of their turn to end this effect on a success.

- **Air:** Whenever you hit a creature with an unarmed attack, you can spend 1 stamina to force a creature to make a Constitution Saving Throw against your Martial DC or gain the [Winded](#) condition until the end of their next turn.
- **Lightning:** Whenever you deal Lightning damage with an unarmed attack, you can spend 1 stamina to inflict the [Jolted](#) condition for 1 minute. A creature Jolted this way makes a Constitution saving throw at the end of each of their turns against your Martial DC, and ends the condition on a success.
- **Ice:** Whenever you deal Cold damage with an unarmed attack, you can spend 1 stamina to inflict the [Chilled](#) condition for 1 minute. A creature Chilled this way makes a Constitution saving throw at the end of each of their turns against your Martial DC, and ends the condition on a success.

Fire

You can apply the Burning condition more than once to a single target. Each additional stack of the Burning condition increases the fire damage they take by 1d4. Ending the Burning condition ends all stacks of fire damage taken.

Water

When you hit a creature with an unarmed attack, you can immediately push them 5ft if they are the same size as you or smaller. Creatures larger than you must make a Strength Saving Throw against your Martial DC.

Air

When you inflict the Winded condition on a creature, you regain 1d4 Stamina, and if they have stamina, lower theirs by that amount.

Earth

When you reduce a creature's movement speed to 0, you can spend 1 stamina as a bonus action to force them to make a Strength Saving Throw against your Martial DC. On a fail, if they are on the ground, they are buried waist deep in the earth and become restrained. A creature can repeat this Strength Saving Throw at the start of each of their turns to end this condition.

Lightning

When you deal Lightning Damage to a Jolted creature they gain the Burning condition.

Ice

When you hit a Chilled creature with an unarmed attack, you can choose to end the Chilled condition and deal an additional 1d8 cold damage to them.

True Balance

This branch focuses on managing your breath, utilising and restoring stamina so you can adapt to whatever comes your way.

Balance

You regain 1d4 of stamina at the end of your turn if you do not deal damage during it. Additionally, you gain an additional stamina if you did not spend stamina this turn.

Restore

When you regain Stamina during Combat you regain that many Hit Points.

Ki

Whenever you deal damage with an unarmed attack, you deal additional Radiant damage equal to the amount of stamina you have spent this turn.

Flow

You can spend a bonus action to give a creature you can touch, 1d8 stamina, and reduce your stamina by that amount.

Inner Peace

Additionally, can spend 1 stamina as a bonus action to remove one of the following conditions:

- Frightened
- Charmed
- Stunned
- Blinded
- Deafened

Purify Body

You can spend 2 stamina as a bonus action to remove one of the following conditions:

- Poisoned
- Burning

- Chilled
- Jolted
- Petrified

Trapping

This branch focuses on defending against oncoming attacks and punishing them for challenging you.

Trap

When you are hit with a melee attack, and you have nothing in your hands, you can spend 1 stamina to attempt a grapple check against the attacker.

Counter

When you are hit with a melee attack, and you have nothing in your hands, you can spend 2 stamina to immediately make an unarmed attack against your attacker.

Block

When you are hit with a melee attack, and you have nothing in your hands, you can spend 2 Stamina to half the damage you take from the attack.

Throw

When you are hit with a melee attack, and you have nothing in your hands, you can spend 1 stamina to immediately throw the attacker 10ft from you and knock them prone, so long as they are a large or smaller creature.

Lock

Whenever you grapple a creature, you can spend 1 stamina to immediately restrain them.

Unique Conditions

Blighted:

You cannot recover Hit Points

Burning:

Take 1d4 Fire Damage at the start of your turn.

You must instead spend an Action to end this condition.
Doing so removes all levels of the Burning condition.

Chilled:

You cannot move more than half your movement speed per round.

Eroded:

Your AC is reduced by 2.

Jolted:

You cannot take reactions and drop 1 item you were holding at the start of each of your turns.

Migraine:

You cannot Concentrate.

Winded:

You cannot speak or spend Stamina.